## COLLEGE STATION SPORTS 2014 YOUTH VOLLEYBALL PLAYING RULES

- \* The official rules shall be those adopted by USA Volleyball (USAV).
- \* Uniform Requirements: All players must wear some sort of rubberized sole shoe that will not mark or scrape the gym floor and each participant must wear the shirt furnished by College Station Parks and Recreation. No hat with extended bills can be worn.
- \* Each match will consist of 3 games. Each game will be played to 25 points. The first team to 25 points wins the game. Each game will be played by rally scoring rules. In rally scoring, a point is scored every time there is a side out whether you are serving or receiving and you don't have to be serving to receive a point. Whichever team wins the rally wins the point.
- \* Each team is allowed two (2) 30 second timeouts per game.
- \* Playing Time: No player should play three (3) games until all players have played at least two (2) games. All players should play an equal amount of time.
- \* Substitutions can be made in three (3) cases:
  - A. The beginning of a game
  - B. During a game, you can only substitute when the first team reaches 13 points. Both teams can substitute at that point. No additional substitutions can occur after this point.
  - C. Medical reason
- \* If a substitution is made at 13 points, then those players that are coming out can't go back into the game until the start of the following game.
- \* There will be one (1) minute between games, and five (5) minutes for warm-up. Each match will have a fifty (50) minute time limit or three

- (3) games whichever comes first. The clock will run continuously, stopping only for time-outs, injuries or for official time-outs.
- \* Any team may start a game with less than six (6) players, but must have at least four (4) to play. The ghost rule will be in effect for teams with fewer than 6 players unless mutually agreed upon otherwise by the coaches. If the ghost rule is in effect, then a loss of rally will occur and a point given to the other team every time the missing player comes up to serve in the rotation.
- All line and net violations will be called as in regulation volleyball.
- Catches and throws will be violations.
- \* You may not step on the end line or serving line (7<sup>th</sup>/8<sup>th</sup> grade only) while serving. Either the underhand or overhand serving methods is legal.
- \* The 5<sup>th</sup>/6<sup>th</sup> grade division will be allowed to move 5 ft into the court to serve. A line will be marked on the courts to designate the serving line for this age group.
- \* Each player will be allowed a **maximum of 6** serves per serving rotation.
- \* All divisions, a player can make a serve toss, then allow that toss to drop without penalty as long as she does not touch the toss until it hits the floor. She can only have one drop per point, she must serve the next toss.
- No more than three (3) hits per side per exchange, excluding attempted blocks.
- \* The service may not be blocked or spiked
- \* To determine who serves first, a coin will be flipped and the winner of the toss will choose either to serve or which side to defend. The team that received service to start the first game will serve to start the second game. If one team has lost both of the first two games,

then they will serve to start the  $3^{rd}$  game. If a split occurs in the  $1^{st}$  two games, a coin flip will be used to determine service.

\* Coaches are warned that vigorously disputing a call, or stepping on the court in any manner that suggests the inadequacy of an officials call, WILL NOT be tolerated. This could result in the loss of a rally and a point awarded to the opposing team. Continued display of this type of behavior could result in game forfeiture and/or expulsion from the facility or the league.